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LESSON PLAN

[redacted] (b)(3)

MODULE 3A: KINGPIN TABLETOP SIMULATION ROUND 1

Module Classification: [redacted] (b)(3)

Length: 90 minutes (1230-1400 hours)

Module POC: [redacted] (b)(6)

Last Revised: June 2017

LEARNING OBJECTIVES FOR THIS MODULE

Course Learning Objectives: At the end of this course, students will be able to:

- Discuss the manhunting methodology in the context of a highly sophisticated manhunt for a highly sophisticated target.
- Execute and assess simulated manhunting and evasion strategies in a tabletop model.
- Apply the manhunting methodology to chart an analytic and collection way-forward against a high-value target on which the student has pre-existing expertise.

Module Learning Objectives ("Key Takeaways"): By the end of this module, students will be able to:

- Execute simulated hunting and evasion strategies in a tabletop model.

MODULE CONTENT AND INSTRUCTION

Bridge-In and WIIFM: Now that you have seen the video, it is time to play the game! For the next hour, half of the students will act as Chapo/The Cartel. As Chapo, you will have to evade the Mexican authorities while fulfilling your personal and organizational needs. The other half of the students will act as the Hunters, directing intelligence collection and police and Marina actions against the Cartel. For each round of the game, the Cartel will make moves hidden from the Hunters, and then the Hunters will make moves against the Cartel. The instructors wilol serve as facilitators and referees to help guide you through the game.

Don't get too bogged down trying to understand all the rules. The referee will assist you with any questions you might have.

Module Content: Students will play as many rounds as possible for one hour. For each round of the game, the Cartel will make moves hidden from the Hunters, and then the Hunters will make moves against the Cartel. The Hunters should uses the Manhunting Methodology in a deliberate

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and structured approach toward intelligence collection, target knowledge, and operational support.

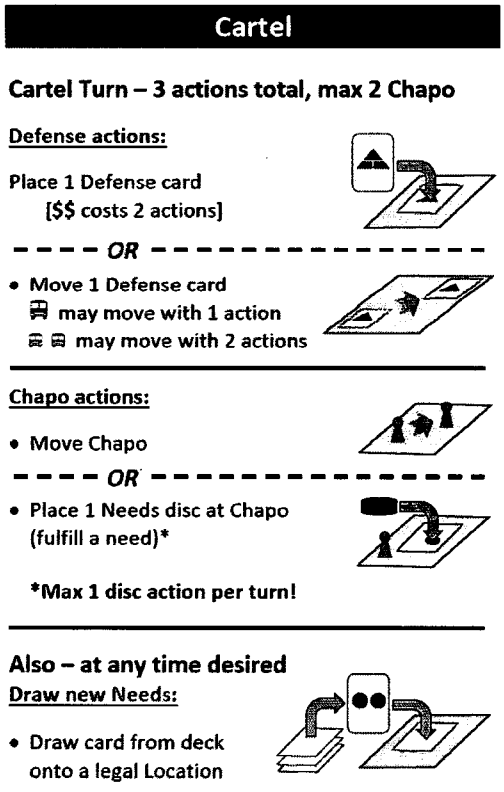
The referee will regulate the game play, but will also facilitate a discussion of strategies and tactics. At the end of the hour, the students, referee, and facilitator will discuss how the game played out.

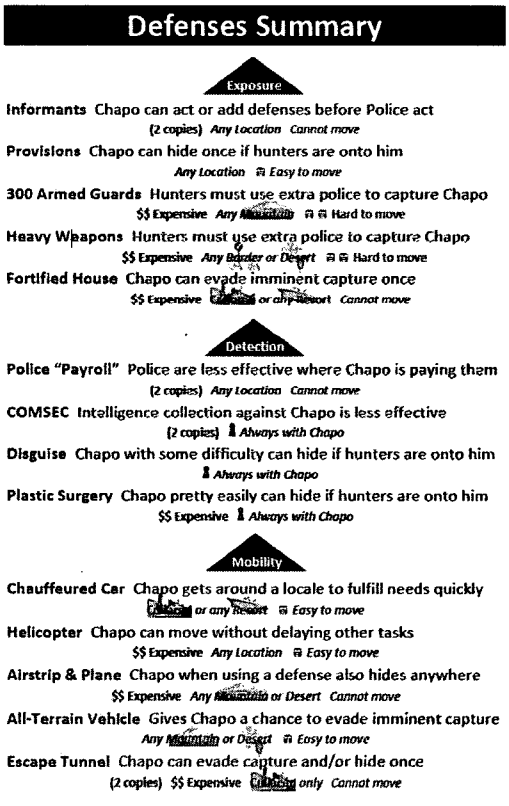
Bridge-Out: Let's take a short break and when you return, we will switch sides and the students will become the hunters.

MATERIALS & SET-UP

Handouts, displays, set-up, classroom details:

- Each game station table will have the Kingpin boards set up.
- Each game station will have an instructor/facilitator playing the game, and an instructor/facilitator serving as referee.
- Each game station will have two copies of the Kingpin Player Aids – one set on the Hunters side of the table and one set on El Chapo side.


Cartel
Cartel Turn – 3 actions total, max 2 Chapo
Defense actions:
Place 1 Defense card
[$$ costs 2 actions]
OR
• Move 1 Defense card
may move with 1 action
may move with 2 actions
Chapo actions:
• Move Chapo
OR
• Place 1 Needs disc at Chapo (fulfill a need)*
*Max 1 disc action per turn!
Also – at any time desired
Draw new Needs:
• Draw card from deck onto a legal Location


Defenses Summary
Exposure
Informants Chapo can act or add defenses before Police act
(2 copies) Any Location Cannot move
Provisions Chapo can hide once if hunters are onto him
Any Location Easy to move
300 Armed Guards Hunters must use extra police to capture Chapo
$$ Expensive Any Hard to move
Heavy Weapons Hunters must use extra police to capture Chapo
$$ Expensive Any Hard to move
Fortified House Chapo can evade imminent capture once
$$ Expensive or any Resort Cannot move
Detection
Police "Payroll" Police are less effective where Chapo is paying them
(2 copies) Any Location Cannot move
COMSEC Intelligence collection against Chapo is less effective
(2 copies) Always with Chapo
Disguise Chapo with some difficulty can hide if hunters are onto him
Always with Chapo
Plastic Surgery Chapo pretty easily can hide if hunters are onto him
$$ Expensive Always with Chapo
Mobility
Chauffeured Car Chapo gets around a locale to fulfill needs quickly
or any Resort Easy to move
Helicopter Chapo can move without delaying other tasks
$$ Expensive Any Location Easy to move
Airstrip & Plane Chapo when using a defense also hides anywhere
$$ Expensive Any or Desert Cannot move
All-Terrain Vehicle Gives Chapo a chance to evade imminent capture
Any or Desert Easy to move
Escape Tunnel Chapo can evade capture and/or hide once
(2 copies) $$ Expensive only Cannot move

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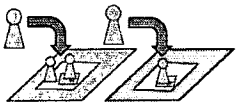
Hunter Team (front)

Hunter Turn –

Plan Collection



- Put white pawns onto Nexus, Support, or Lead

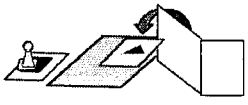
THEN

Resolve Intelligence: Each pawn...

- On face-down Nexus flips it

- On face-down Support flips it on a die roll of 4-6

- On face-up Nexus flips 1 linked Support



- *Or,* at Lead reveals 1 linked hidden Need or Defense

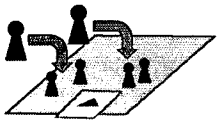
Leads markers on cards show where Cartel has linked assets hidden

(OVER)

Hunter Team (back)

THEN

Plan Enforcement

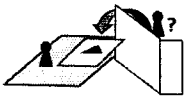


- Put blue & black pawns at any locations on map

THEN

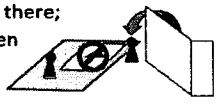
Resolve Police & Marina *(any order)*

- *Police Action* – Each pawn, on a 4-6 ...



Cartel reveals 1 Defense or Need or Chapo hidden there

OR



Take out 1 Need or Defense there; Cartel reveals Chapo if hidden there *(not a card)*

- *Marina Strike*

Same as above, without rolling

OR

At green pawn on map, capture Chapo!

- Each game station will have a copy of the Kingpin Rules of Play.

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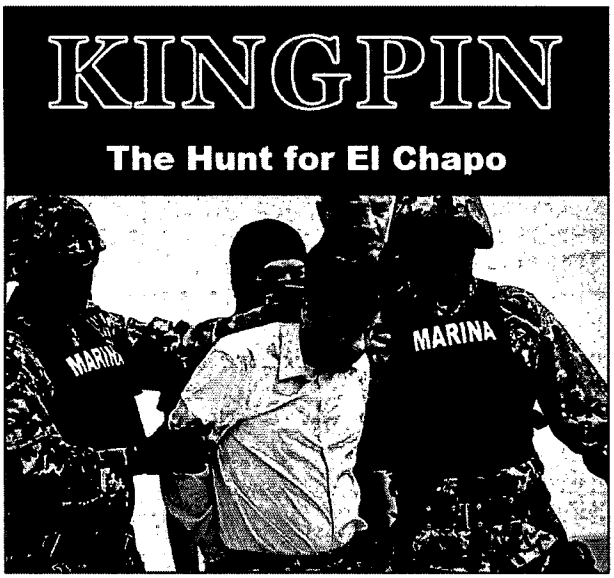

RULES OF PLAY

Simulation Design by (b)(6)

CONTENTS

1. Introduction – *The game in general and how to set up*
2. The Cartel – *What the Cartel team does on its turn*
3. The Hunters – *What the Hunter team does on its turn*
4. Refereeing – *What the Referee is responsible for*
5. Victory – *How each team's performance is judged*

Module Sources and References: List where on the shared drive and/or online (iSpace or Sharepoint) that module materials are housed (via file path or URL):

- (b)(3)
  - Kingpin PreBrief Info
  - Kingpin Rules of Play
  - Kingpin Player Aids

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